Drizzlepath: Genie Cracked Download



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About This Game

Lula lives a happy life in her seaside village. Until one night a mysterious wizard tells her in a dream that she must find a relic called the Genie. What is the Genie? Could it be a key to unlock the truth about life and the universe? Could it be the answer to all her questions?

Find out, when you walk as Lula, on the path you choose, as she journeys to discover the meaning of the Genie and fulfill her destiny. The path you choose will determine the fate of the world.

Giving you the opportunity to explore both paths, Drizzlepath: Genie promises at least around 4 hours of relaxing experience. A rich story combine with immersive graphics, fantasy style natural environments, and a calming, ambient soundtrack to make it a journey you may not soon forget.

Key Features

- Rich and poetic story presented by a clear narration.
- Subtitles with multiple language choices.
- Gorgeous graphics powered by Unreal Engine 4. Wherever you look is nice scenery.
- Calming ambient music of over an hour in total.

- Things to explore including many surprising and hidden ones.
- **Replayability**; as you choose your own path in the beginning of the game and both paths offer totally different atmospheres.
- All new "Gothic Vision" mode in which you see the game's graphics in a whole new vision.

Title: Drizzlepath: Genie

Genre: Adventure, Casual, Indie

Developer: Tonguç Bodur Publisher: Tonguç Bodur Franchise: Drizzlepath

Release Date: 22 Feb, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or higher 64-bit

Processor: Intel Core 2 Duo 2GHz, AMD Athlon 64 X2 2GHz

Memory: 6 GB RAM

Graphics: NVIDIA GT 740 2 GB or AMD RADEON HD 7750 2 GB

DirectX: Version 10

Storage: 4.3 GB available space

Sound Card: DirectX compatible Sound Card with latest drivers

Additional Notes: This game needs all Windows updates installed.

English,French,Russian,Turkish







I must say WOW. It's hard to tell about the game without spoil because the immersive atmosphere are all about the game itself. Just try it! I recommend a great sound system, sit down, relax and enjoy the view!. Though the path may be long, it is the shortest. Though it may not be easy, it is the most simple.

Not Sure if I would recommend this game.

Too Long with not alot of variety.. This review is LOONG overdue but Genie is in my top five favorite walking simulators ever. EVER. I love, love, love the narrative, contributed by great voice acting because you keep wanting to hear more and sometimes space out on the gameplay, while getting lost in Lula's thoughts and stories;) The game is very extensive, with multiple endings and different paths to take. I definitely think you get your money's worth, with all of the twenty minute walking sims out there.

Genie is also filled with beautiful graphics and some very fun easter eggs too. And if you're into riding dragons - there is a surprise at the end (because yes, I was thinking about the dragon the entire time!) :). 15 minutes of my life i'll never get back The unskippable cutscenes.... The terrible voiceover... The inability to run! Absolutely tedious

This is the longest walking simulator I ever played. Took me 2 hours and 40 minutes in one of the paths and 1 hour 30 minutes in the other one.

I choose one of the paths and regret LOL. Need to play again to choose the other one to watch the good ending. A new mode is unlocked after you play both paths.. A tedious and frustrating walking simulator.

Though it's a sequel of sorts to the original *Drizzlepath*, it's worse than it in every way. For some reason CryEngine was abandoned in favor of Unreal Engine, and everything looks far inferior to the original game, even at max settings. Instead of gorgeous lighting you get flat surfaces. Instead of pushing bushes aside as you walk, you cannot interact with the environment.

Worse, while the original had a few varying terrains, this sequel has exactly two. It's very boring.

And even worse, the poetry segments are excruciatingly bad. In the original game, they added a little bit of flavor, but here they make me want to claw my eyes out. They meander between throwing in big words for no reason to infantile ruminations about the nature of life, death, and religion.

But the most frustrating part of the game is that there is a choice you need to make early on. There is nothing to tell you the consequences of the choice. I chose poorly, apparently, and was treated to a *very very very* long trek through sameness that ended in an awful ending, which basically told me that I chose the wrong path, lost the game, that the long and boring path was my punishment, and that I should start over. Fat chance.. I really loved Firewatch so I was eager to try out a new walking simulator. Too bad I chose Drizzlepath: Genie. I've played about half an hour before I really, really, really had enough of this pretentious, boring, annoying excuse for a game. The voice acting is horrible, the random words that are supposed to form sentences are really just drizzle. You can't call this a story. The scenery is mediocre at best. Do yourself a favor. Take a walk outside and safe the money. Wait until it slightly rains, take an audiobook with poorly written poems and listen to them while walking and try to remember the pretentious thoughts about life and the world you had when you were a teenager. It will be more rewarding then this...this...thing. Which is not a game. Or play Firewatch instead. Which is gorgeous, beautiful, well written, great and perfect.. I am a big fan of well made narrative driven game experiences such as this one.

It offers you very pleasant voice acting, harmonious soundtrack, fascinating, surreal, weird atmosphere and decent graphics. Gameplay is overall relaxing, aside from some "challenging jump sequences".

You can save and quit at any time. The vast game world provides alternative locations, away from the main path, to explore. There you will find additional, story related information. The story itself is dealing with the question, what is the Genie? At the beginning, it's up to you to decide which path (out of two) you choose. Without knowing the outcome of your decision. The chase is on.

So if you are fine with just exploring and enjoying the beautiful word of Drizzlepath, it's a clear must have.

. DRIZZLEPATH: Genie a beautiful relaxing walking simulator. The mix of the real and magical merge together effortlessly in a huge environment. It has that quality of when you go out on a perfect walk where nature just seems to talk to you with all her beauty inspiring and invigorating you with energy, hope and acceptence.

The spoken female dialogue is poetic flowing freely giving added depth and life to the world all about you. I found myself gazing at the mountains and skies as i heard her eloquently spoken words which described that unseen quality we all sense on a new spring day so perfectly.

DRIZZLEPATH: Genie a walking simulator to be experienced because words will never do justice to the blissful joy which permeates radiates from the essence of its being. The graphics are very nice at first but get tiring and repetative very fast as there is way too much time spent trying to get from one point to another. The save feature doesn't seem to work very well and you can never be sure if you will be returned to the same point. The voice commentary is rediculious.. it's supposed to come across as profound in some way, but just sounds sort of corny. The Images that apper as story lines off and on are really very amaturish, crudly done artwork. The music is nice, but again, gets tedious because it takes too long to get anywhere. There is nothing to do except keep traveling down the "drizzlepath" till you get to the end where there is a sort of silly, amaturish story line with silly looking, innamate figures. A dragon flying over me at one point cast a shadow and that was exciting for a moment until I realized it was no threat and wasn't going to try to attack me. This is a very long, boring experience, the only thing saving it at all is the landscape, but that gets old fast as well. I stuck with the game to solve the two endings and was disappointed in it, but for a few dollars it's worth looking at.

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